BATTLES WITH MINIATURES

VOID OFFICIAL HOBBY SUPPLEMENT i-KORE

BATTLES WITH MINIATURES

Hi! We're another month on and a little bit bigger. This issue's main feature is the Koralon. We have a new troop type, the Harpicons, as well as some background info and new rules for fighting on the Reef worlds of these sinister aliens.

Doctor Digby's back with more of his hints and tips to get the best from your models as well as offering some suggested colour schemes for your Koralon host.

And of course we have all the new releases from i-Kore this month.

Next month there will be a special focus on the Syntha with new troop types and rules for the soldiers of Prime.

See ya!
JR

Free Void Rules with any miniatures box purchase. For details see your local stockist or our Mail Order Department.

What is Void

You have all seen the great science fiction films that are around where hero's battle against corrupt mega-corporations, aliens and evil empires and the robots of the future threaten the very existence of mankind. Void is a tabletop game, played with miniatures, that allows you to recreate conflicts similar to those that you have seen in your favorite science fiction films.

In the Void universe there are heroes and villains, aliens and robots. i-Kore produces a large range of miniatures from the Void world for you to collect and paint.The idea is that you collect these miniatures to play the game. The Void game is easily understandable and allows you to play fast fun games with your friends in a couple of hours.

Not only will you have a great time playing the game but you'll have endless hours of enjoyment deciding what figures to buy, what forces to build and how you will paint them.

Battles with Miniatures will be on hand to give you montly tips on all aspects of this fascinating hobby.

Go on build a force and fight on the battlefields of Void.

NEW KORALON WARRIORS
Harpicons

Harpicons are light, airborne Koralon that share a basic, but highly modified radial symmetry with Larvans. Whilst their wings are too weak for true flight, they can nevertheless perform surprisingly acrobatic short flights. In combat Harpicons are best deployed in a skirmishing role, picking off stragglers and light flanking enemies, whom they overwhelm by weight of numbers. They are often dropped into battle from reef ships; their light frames and wings allowing them to glide down to the combat zone.

Harpicon

AS	SH	ST	T	W	CD	SZ	MV
5	2	3	4	1	6	2	7

Structure: Squad

Minimum Unit Size: 4

Maximum Unit Size: 12

Troop Type	Equipment	No. per Unit	Cost
Harpicon	2 Coraline Blades	0-12	25
Harpicon	Coraline Warstaff	0-12	25
Leader	2 Coraline Blades	0-1	26

Special Rules

All: Swarm

Leader: High Morale (+1)

Because Harpicons have wings with which they can make limited gliding flights, they suffer no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height.

For an extra 25 points per model a unit of Harpicons can have the Drop Trooper special rule.

New Special Rule
Swarm

Models that Swarm attack in a confusing mass in close combat, overwhelming their foe with sheer weight of numbers. Models fighting creatures that Swarm in close combat suffer a -1 penalty to their hit rolls, up to a maximum of -3, for every enemy model after the first that they are in base contact with.

THE FIGHT FOR VERISILL VII

The Viridian army ready to attack. Mons has mostly taken Marines, supported by elite Shock Marines and a Tiger APC.

The Junker Legions lined up for battle. Andy took a core of Convicts supported by small units of Marines, Exo-suits and Sandrunners.

Casting his eyes over the abandoned fuel depot, Sergeant Aurelius' seasoned veteran's instincts warned him of some unseen threat. At over forty he was old for a Convict Legionary, the tough life of a Junker soldier and the harsh conditions of his home on Ironglass made for a short, brutal, ugly life. His luck had held so far, though, and his experiences had given him an instinct for battle that was second to none. As hard as he looked, however, he could see no sign of the Viridian scout force that should have been in the vicinity, and he could delay his troops no longer.

"Lucian, Cenarii, take your cohorts and fan out, Cenarii you're on point."

As the convicts grumbled their way into position, Aurelius relayed his orders to the rest of the Junker army.

With a final scan of the terrain, he nodded to Sergeant Cenarii, who led her troops forward into the open, towards the remains of the old colony, while Aurelius prayed his luck would hold for one more day.

Verisill VII was a Junker colony, far out on the rim of the galaxy. Although it was rich in mineral and ore deposits, its lack of strategic importance meant that after the Koralon overran the Junkers' outpost, its loss was almost entirely forgotten.
Almost.
A Viridian scouting force, near the Verisillian system tentatively pushing at the Koralon border while VASA's back is turned, rediscovered the abandoned colony, and its hoard of valuable resources. Whilst en route to claim the colony in the name of the Viridian Assembly, their transmissions were intercepted by a Junker raiding party, who relayed the information to Ironglass. A retaliatory force was quickly dispatched and the scene was set for war!

THE SCENARIO

The battlefield was set up with a large Ammo and Fuel Dump in the centre - this was to be our objective. We set a limit of four turns, with each army to be a maximum of 750 points. This size of game should easily be over in a couple of hours.
The victory conditions were simple; whichever army was in control of the objective (i.e. either has a model on the central fuel dump or has a model closest) at the end of turn 4 wins. Simple.

VIRIDIAN ARMY

I choose to play with Viridians because they are a balanced force offering a good spread of troops. The fact that I love the models helped too!
Since Andy would be playing with a Junker army, I knew that he would probably outnumber me. Junkers are naturally better at close quarters, being armed with Shotguns and Flame Throwers, and with their Sandrunners and Exo-Suits they could be truly fearsome if they managed to reach close range.
This made my first choice simple; a unit of Shock Marines. What they lack in long-range firepower, they more than make up for at short range and in close combat. Within the unit I mixed Vibroscythes and Grape Guns to give me the flexibility to handle any situation. I would have taken more Grape Guns but their high points cost kept the numbers down.
As Shock Marines are only effective once they reach the enemy my next choice was a Tiger APC. Strong and powerful, with awesome firepower and the ability to transport 8 troops: handled correctly the combination of Tiger and Shock Marines could win me the battle.
Although they are excellent troops Shock Marines are very expensive so I was now rather limited in my choices. I would need lots of cannon fodder to protect my elite units and basic troops to bolster my numbers.
To keep things simple I choose to take three units of Marines, each with a Sergeant to ensure that all my units have access to the vital "Tactical Awareness" skill. This helps you counter a skilled opponent's manoeuvring and would hopefully let me pick off any more dangerous units lurking away beyond any Junker screening troops. Next I put five basic Marines in each squad, letting them take two specialists each.
Now I had to pick specialists for the squads to suit my style of playing. Since the objective of this game is to raid the depot I will have to keep my units moving. Although ordinarily I like to 'double up' and have two of the same specialist in a squad to stack the odds in my favour, I needed both units to have access to a Chain Gun with its high firepower and an excellent rate of fire at short range. As you can only have one Chain Gunner per squad, I opted for a Sniper as the second specialist; with all their skills and Sniper Rifle they are too good not to have in any army. The final unit was finished off with two grenade launchers. Although they are not very reliable they can be extremely devastating if I manage to hit. The ability to fire indirectly is also very useful. This finished off my points allowance to a nice 749 pts.

JUNKER ARMY

I decided to use convict legionaries as the bulk of my force. They are the traditional mainstay of a Junker army, and with their battleshields they would be hard to remove from the objective - providing that they manage to get there!
Since we have a near limitless supply of painted convicts here at the studio I decided to pick the elite units for my army first and then fill in the gaps.
Expecting Mans to take at least one vehicle I immediately took a small unit of Marines (although these are listed with the Viridian army they are generic troops and all the Homeworld armies can use them) equipped with a rocket launcher specialist to pierce that pesky heavy armour.
Next, a small unit of three Sandrunners - they should be fast enough to help seize the ammo dump quickly and their Thermite Spears can deal a fair bit of damage to vehicles too.
The same goes for exo-suits, with the added bonus of two light flamethrowers - ideal for clearing Viridians from an objective. They are pricey though, so I limited myself to the smallest unit I could - just two.
All that left was my convict legionaries. I opted for two units of 9, including a sergeant and a flamethrower, and one unit of 8 also with a sergeant but with a grenadier specialist instead. Hopefully these units should be large enough to minimise any morale checks and compensate for the Junkers' low CD. This took me to a nice round 750 points.
My plan was simple, straightforward and fitting of the tough, ruthless Junker army - cover the objective in as many of my men as possible and hope that Mans can't kill them all!
Given my appalling track record and poor luck with dice I will try to concentrate my fire as much as possible, with my two flame thrower units sticking together, and the unit with the grenadier covering the advance of the exo-suits. The Marines' job is to sit still and hammer any vehicles Mans may have, splitting their fire to deal with anyone else that comes too close.
If possible, I will advance in waves, forcing Mans to limit his fire to a single unit at a time, letting the others get close enough to really do some damage. It seems simple enough - what can go wrong?

DEPLOYMENT

The two armies faced off against each other, the Junker Convict Legionaries advancing in three long lines in front of the Exo-suits, while the Marines took full advantage of the cover offered by the ruined building. The Sandrunners lurked at the rear in the centre of the line, giving them the opportunity to react to whatever tricks the Viridians pull. The Viridians focussed all their troops on their right, giving virtually the whole army the advantage of a cover save from the craters littering that portion of the battlefield. The Tiger was right out on the far flank, the intervening troops screening it from the enemy, while the Shock Marines were behind the Marines to ensure they survived long enough to reach an assault.

Turn 1: The Initiative was won in the first turn by the Junkers who bravely (some might say foolishly) rushed Cohort I forward, only to be ambushed in the open by the Viridian Marine Squad Gamma, whose Sniper and Gauss Rifles killed 4 members in a hail of lead. Heedless of their fallen comrades' fate Cohort II rushed forward behind Cohort I ready to fill any gaps that appeared. Squad Alpha swung out further right and felled another Legionary from the first Cohort. Despite the growing mounds of corpses around them their resolve held and they passed their CD check. Being nothing if not predictable, the Junker Cohort III also rushed forward, while Viridian Squad Beta's specialists took out a marine from Cohort IV before the grunts killed 2 more convicts from Cohort I, wiping them out. The Exo-suits also rushed, their Light Flame Throwers having far too short a range to reach the Viridians, while Squad Delta, the Shock Marines, moved forward and with a deadly display of accuracy shot twice and killed 2 convicts from Cohort II.   Unable to see any Viridians, Cohort IV rushed forward, as did the Sandrunners, ending the first turn.
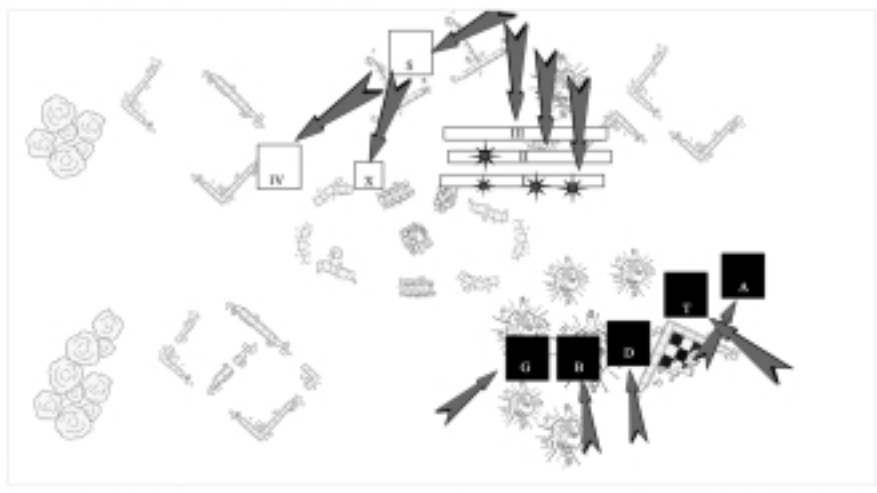

The Tiger APC lurches out from behind the ruins to reinforce the Viridian line.

Unaware of the waiting Viridians, the Junker Convicts march boldly out into the open.

Turn 2: This time the Viridians won the Initiative, but given the circumstances they opted to pass the first activation to the Junkers. Cohort IV moved up behind the sandbags, taking aim at Squad Gamma. All the Marines missed except the Rocket Launcher who scored a fantastic three wounds on one poor Marine. Fate was on his side however as he passed all three of his cover saves! Squad Beta moved straight forward and blew away two more of Cohort II's convicts, while the Exo-suits clanked their way onto the objective and waited on Hold orders, in case any of the Viridians were foolish enough to stray too close. Squad Alpha continued their sweeping advance killing four more of Cohort II's beleaguered convicts. They too kept their cool against all the odds, but already it was clear that the heavy fire from the Viridians was taking its toll. The Sandrunners of Cohort V rushed once again, ending up behind the Marines of Cohort IV, while the Tiger APC lumbered its way forward but was unable to inflict any wounds on the Junkers. Having seen the heavy casualties inflicted on the first two Cohorts, Cohort III opted for a change of plan and rushed to their right, taking as much advantage of the cover as was humanly possible. The Viridian Unit Delta tried in vain to finish off Cohort II, failing to hit a soul as the beleaguered survivors ran for the nearby cover as fast as their legs could carry them. The Viridian Squad Gamma's sniper passed his sniper test and picked out the Rocket Launcher Specialist from Cohort IV, unluckily failing to kill him, while the rest of Squad Gamma took out one more Junker Marine, bringing turn 2 to an end, with the balance definitely swinging in the Viridians' favour.
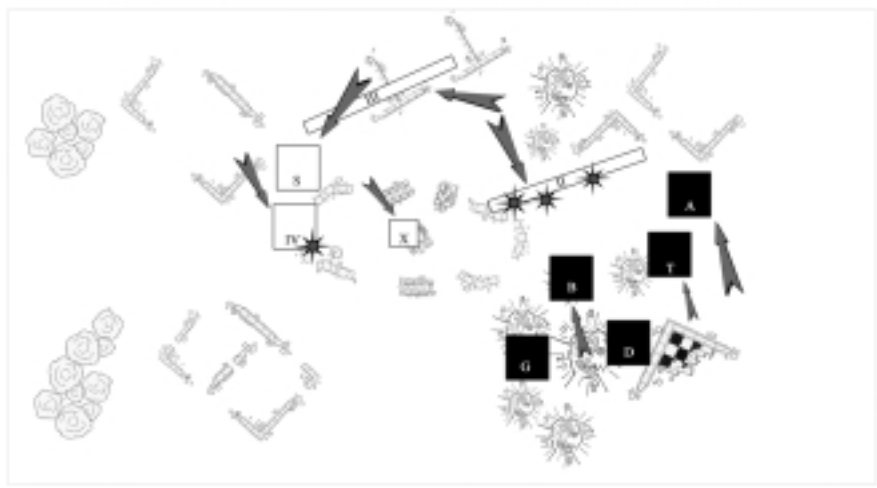
Viridian Marines close in on the Junkers, tightening the noose.

The shell-shocked Junker Convicts seek refuge behind the ruined buildings.

Junker Exo-suits and Viridian Shock Marines locked together in deadly hand-to-hand fighting.

The Sandrunners take up a holding position behind the Junker Marines.

The Junker Sandrunners prepare to race into the Ammo Dump.

The raging melee swirls around the objective until the very last moment.

Turn 3: Seizing the Initiative, Viridian Squad Beta moved forward and spread out, killing two members of Cohort III, while the pitiful remnants of Cohort II retaliated by racing towards Squad Alpha and killing three marines with the Flame Thrower specialist. The Shock Marines tried to take out this new threat, but the Exo-suits heavy armour protected them well. The Junker Marines of Cohort IV killed two of squad Beta's Marines while Squad Alpha wiped out what was left of Cohort II. Cohort III rushed forward again, taking full advantage of the ammo dump's cover, as the Tiger continued its slow but steady advance, killing one more of the convicts. The Sandrunners crept nearer to the centre of the battlefield then waited on Hold orders, watching patiently as Squad Delta rushed towards them, and the objective. Finally, the Exo-suits clanked their way out from behind the safety of the central fuel dump, killing two Shock Marines with their Light Flame Throwers before charging in during the Assault phase. Although the Exo-suits were able to kill one of the Shock Marines because of their multiple attacks with Thermite Lances, they were both wiped out by the Shock Marines returned blows, ending turn three with the objective still very much in contention.
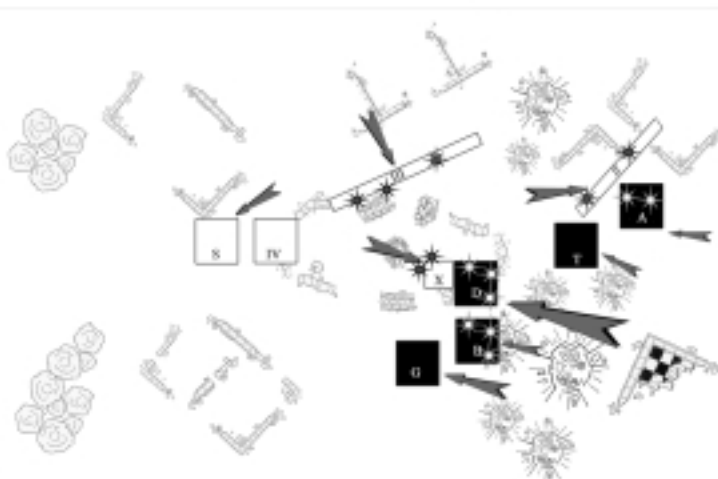
Turn 4: The fourth and final turn's Initiative was won by the Viridians, whose Shock Marines overran the objective killing two of Cohort III's convicts. The Junkers were then forced to close, losing their nerve as they took even more of a beating. Squad Beta moved towards the objective, just out of their reach, and killed Cohort IV's Rocket Launcher. Cohort IV then moved towards Squad Delta, failing to kill any of the Shock Marines with their rifle fire, or when they assaulted them. Luckily, the Viridians were unable to respond, as the Junkers were the second unit to have attacked them this turn. Squad Gamma was able to kill one Sandrunner before they charged over the objective and in to combat with the Shock Marines. They were only able to kill one, but this was enough to force a CD check, which they failed, leaving them Panicked. Squad Alpha moved towards the centre and was ordered to fire into the swirling melee on the ammo dump, but the good 'ole Viridians refused to mow down their comrades. As things stood, the Junkers had control of the objective, with the one of the Sandrunners perched precariously on the fuel dump. All this was to change as the Tiger ploughed its way forward, over the sandbags, firing into the combat, killing one Junker marine and one Viridian Shock Marine - leaving only one Sandrunner still on the objective. Putting on one final burst of speed the Tiger engaged the offending Sandrunner in combat. The massive walking machine made short work of the lizard-riding convict, who was swiftly crushed beneath the vehicle's huge feet. The remaining Sandrunner failed its CD check, but that was irrelevant really, as the Viridians had won the day at the very last possible moment.
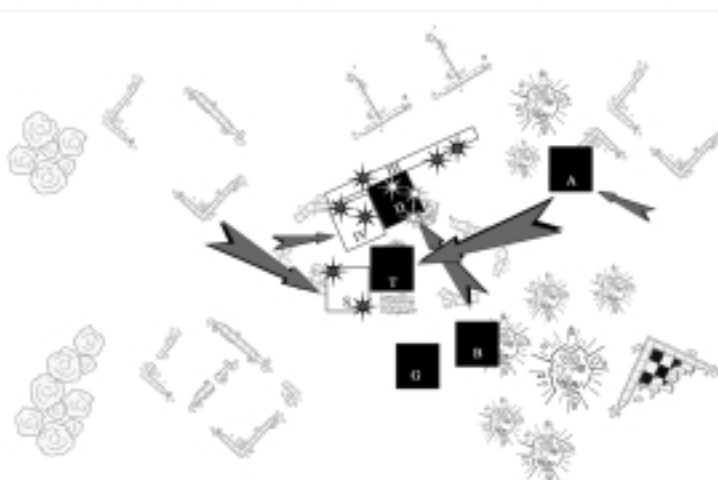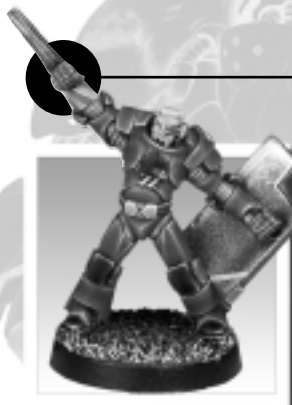
WINNER'S DEBRIEF

The general plan was to keep my army together, concentrate my fire and prevent his flamers and superior numbers from overwhelming me. On the whole, the concentrated fire worked really well - even better than I had hoped - and I was able to annihilate or cripple any units which came too close or hung about in the open.

Everything was going fantastically until the end of the third turn when I realised that all the shooting and killing was good, but I was still really far away from the objectives while Andy was virtually on top of them.

I realised that I would have to run into the fire from his pesky Exo-suits, who were waiting in the compound with their flamers at the ready. Also, I had barely enough time left to reach the objective so I couldn't afford to take too many casualties…

Luckily the Tiger APC was just close enough, and it all sorted itself out rather nicely.

The main lesson I learned was that concentrated fire is really effective, but be wary of getting carried away and forgetting the scenario and your objectives.

The triumphant Shock Marine Sergeant charges into the fray.

The Viridian Tiger seizes the objective - and wins the game!

LOSER'S DEBRIEF

Aaaargh! Well, that didn't go quite according to plan, did it? Looking back I can see that my plan was flawed right from the beginning - my army selection. Although the principle of taking lots of convict Legionaries was sound, given a) the scenario and b) the lack of significant cover around the objective it was inevitable that I failed to make it close enough to the Viridians to do any damage.

I overestimated the protective value of the Battleshield as well. Being used to playing with Viridians, and the far more potent Negatron Shield, I was not worried about the convicts' exposure.

Also, my specialist units were too small to have any real impact - particularly the Sandrunners. Although they pack a real punch if they hit, they only have one attack (plus the beast's 'wishful thinking' attack). This makes them ideal for finishing off units that have already been whittled down, or for taking on Vehicles, but not for taking on elite assault specialists like Shock Marines.

Squad Gamma provide covering fire for the Viridian assault.

The Exo-suits on the other hand over performed - they were brilliant! Again, they would have been more effective had I had four, or five, or six…

One tip I have is that if you really need to win an assault, then try and charge in with your 'scum' (or expendable troops) first. Then, when your valuable troops rush in, the enemy wont be able to fight back, as you can only strike back against the first unit each turn.

Well, at the end of the day I learned a lot - both about the way Void plays, and about constructing a Void army. I'll get him next time…
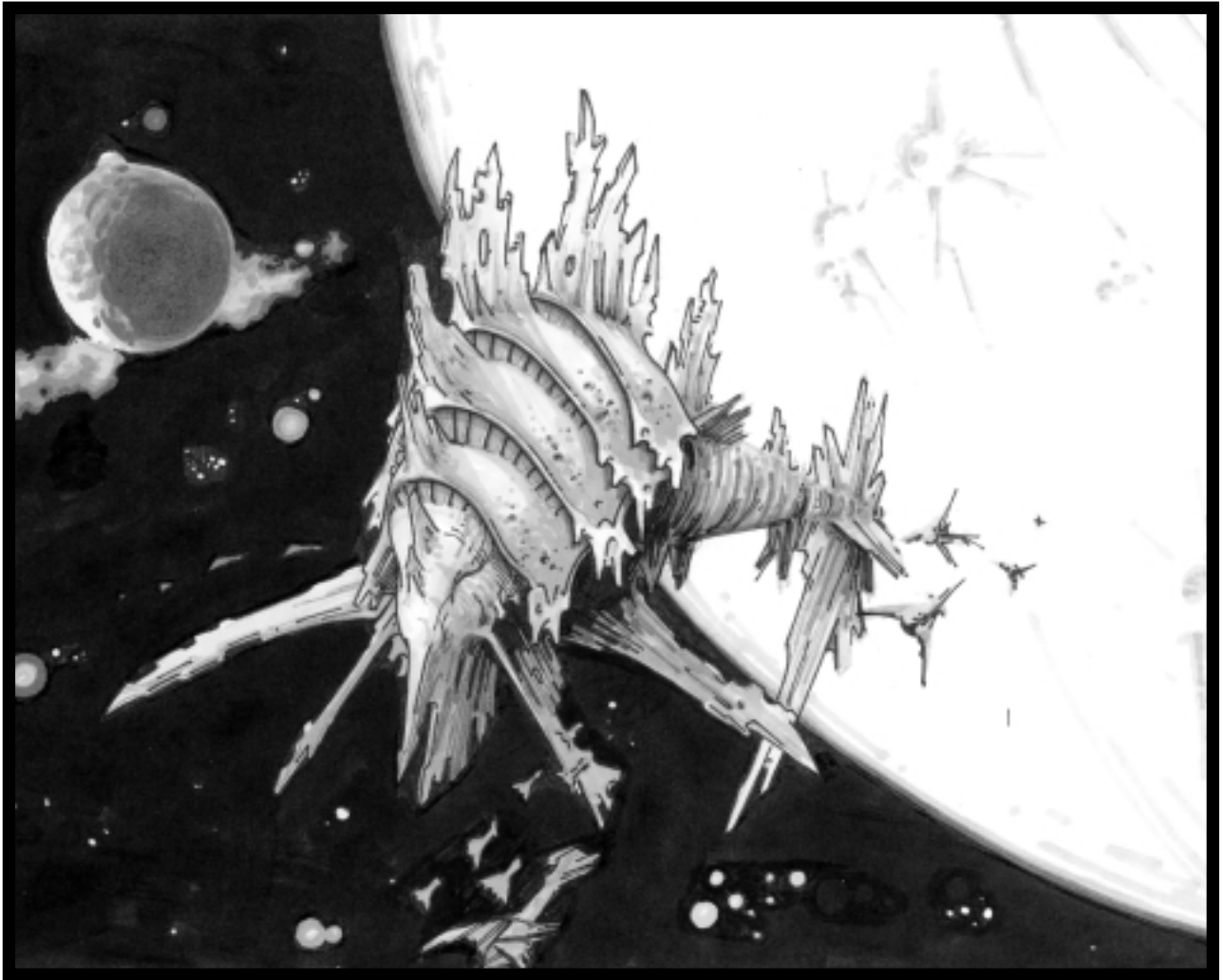

The Junkers fought to the very last man, but to no avail.

REEF WORLDS OF THE KORALON

The following data is an abridged transcript from the log of the Pioneer, flagship of the Nu Utopia independent colony's starfleet- it has been posted on the sub-ether net infotainment domain. The entries in the log are the private observations of Fleet Admiral Nozick. Classified data, including dates, has been removed by order of VASA High Command. Admiral Nozick has expressed certain views regarding VASA in his log that have been left in. Nozick's fate should serve as a cautionary tale to those mistakenly believing they can take matters of galactic security into their own hands.

Nu Utopia was a rimworld in the Upsilon Sector, which fell to Koralon forces 8 years ago. The Thanatos Class Starfactory Bardo Thödol discovered part of the Pioneer 23 weeks ago, floating in deep space.

Entry 1

…Today the Nu Utopian Fleet set off into the unknown. The Koralon are mankind's enemy, yet we continue to concede our territory to them, our VASA protectorate shirking their responsibilities. In the course of the last year alone we have seen our sister colony Arcadia, and our independent allies on Mannheim with whom we were due to sign a trade concession, fall to this alien menace. It is high time that we strike back as a species. For the sake of our own survival we must take the battle to them, strike at their home worlds as they have struck at ours with such devastating efficiency. We have petitioned VASA with our plans for a concerted invasion of alien space; we have obtained quantum relay probe data with the co-ordinates of a small Koralon Reef World fifty-six light years from Nu Utopia. This planet could be taken as a beachhead for sorties into the Koralon Empire, and would allow us to study their worlds. VASA has refused to even meet with representatives of our government. So it falls upon us to undertake this bold stroke alone.

We are left with no choice; three days ago an alien scout vessel was shot down around the asteroid belt circling our solar system. We'll be the next colony to fall unless we take pre-emptive action….
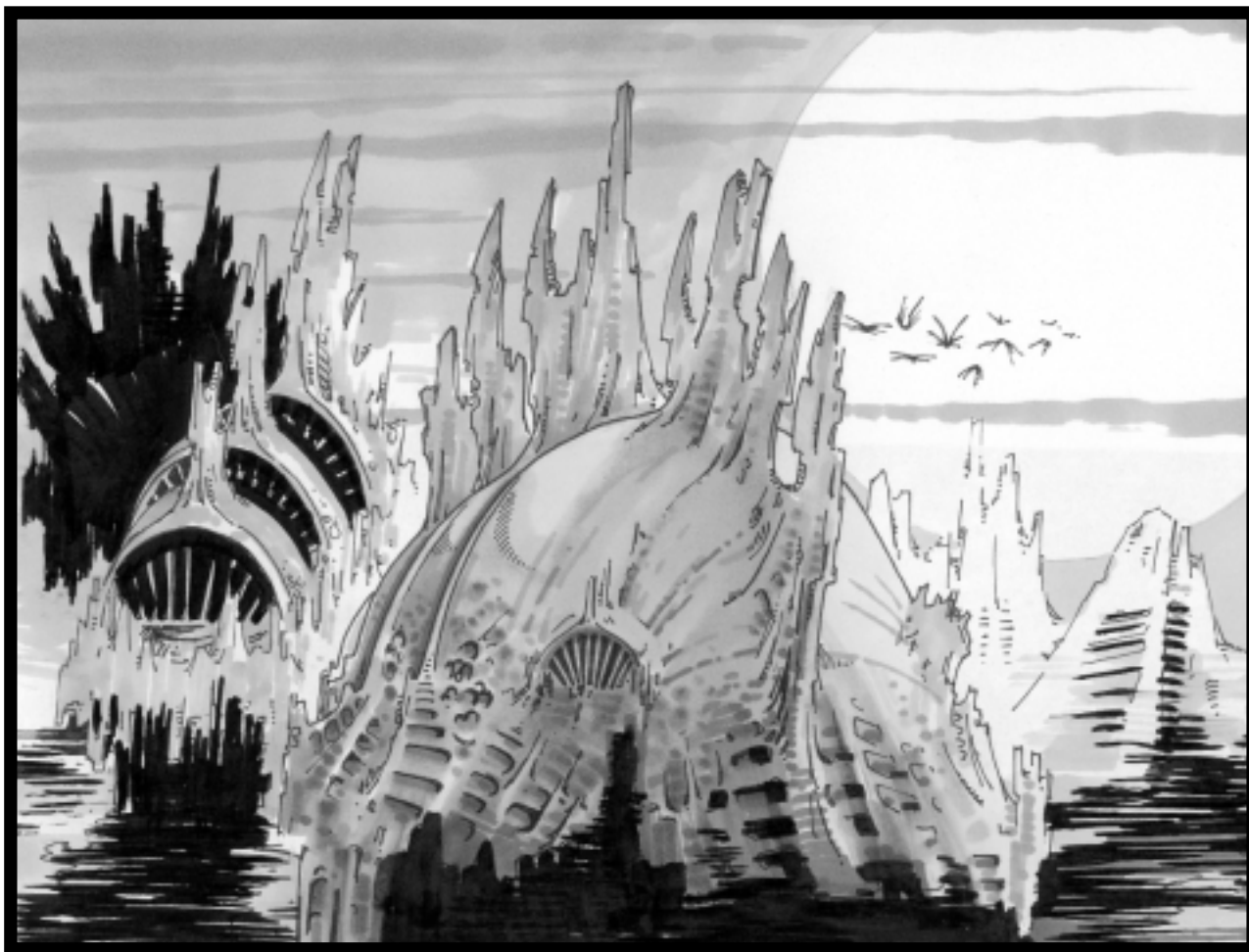
Entry 2

…We grav-shunted at 0700, using the Utopia Six gravwell. 28 battleships, including the Pioneer, armed with particle cannons, negatron torpedoes, and rail guns; 121 Light Frigates with more of the same; 1,798 assorted bombers, transports and light interceptors with Colossus RMD VIIs and high-yield plasma bombs; 2 divisions of light infantry, a division of mechanised infantry, supported by 3 battalions of heavy armour and a battalion of artillery. We do not intend to lose this battle.

When we came out of the gravwell around a planetoid on the outskirts of the Reef World system we found a screen of enemy warships already awaiting us- they had anticipated our arrival. Had it not been for the sheer numbers and combined firepower of our fleet this might have gone disastrously. Our shield systems are ill equipped to deal with the gravitic weapons of the Koralon interceptors and we took heavy casualties, but in the end we saw off the threat.

Switching to plasma drives it took us sixteen hours to reach our destination. Orbiting the Reef World, which we have dubbed Oceanus, was a fleet of enemy vessels dominated by two of the largest Reef Ships I've yet seen. Great, elongated structures covered in coraline ridges and bristling with gravitic ordnance, they looked more like some terrible beast from the ocean depths than spacecraft. In terms of size they were more like space stations than ships- not quite as big as the Junker Starfactories, but certainly in that league. Hordes of smaller craft emerged from the hulls of these monsters as we approached and battle was joined.

The fighting lasted little over half an hour and our total losses, combined with the earlier ambush, now amounted to half the original fleet. Still, we had won command of Oceanus' orbital zone and the bombardment and invasion of the surface could now commence.

In the battle one of the Koralon Motherships was totally obliterated by particle cannon fire to its neutronium drive system, but the other was disabled, leaving it hanging in space at our mercy…

Entry 3

…After the battle I joined the expeditionary force to take the crippled mother ship. Although her propulsion system and weapons were neutralised, scans showed that there were still aliens alive on board. This was a potentially dangerous situation.

We attached our docking port over a breach in the outer shell made by a negatron torpedo. The 19th Nu Utopian Tactical Company are the fine men, women and droids who undertook this most hazardous of missions, and I was proud to be at their head.

The hull, or more accurately the shell, of the vessel was an intricate honeycomb structure, made up of quite delicate interlocking strands of coraline, in some places not much thicker than a man's arm. Within, the vessel had a life-supporting atmosphere, perhaps too humid to be entirely comfortable for humans, but it did prove that the Koralon require similar levels of oxygen and STP as ourselves to survive.

The best description I can give of the interior was labyrinthine, and it was lit by an eerie red glow that seemed to be emitted by the coraline itself. Heavy condensation ran over everything, and pooled on the floors of the interior. Indeed some chambers were pressure-sealed and filled to the ceiling with water.

We eventually found all the Koralon clustered around a chamber deep in the bowels of the ship, seemingly protecting something. There was a fierce battle and our brave soldiers made a good account themselves. In the confined space it was a massacre and we lost half the company to the weird gravity weapons and savage blades of the aliens, but our superior firepower won the day. The last aliens took the secret of whatever was in the chamber with them. They instigated an explosive decompression from which we barely escaped with our lives. However, some of the troops and myself can recall a vague impression of something huge, multi-limbed and alive occupying the centre of that place.

Elsewhere we found various purpose built chambers in the Mothership, the largest of these being a cavernous bay in which great vats of coraline and organic nutrient rich solutions were used to grow smaller reef ships. It would appear that coraline scaffolds forming Reef Ship superstructures were placed into the vats, to grow the shells of everything from single pilot interceptors to vessels as large as our frigates. We found stockpiles of neutronium in these chambers too, which seemed to be alloyed with coraline in smaller vats to make gravity weapons and propulsion systems. It may take years to unravel the mysteries of the raw neutronium, which for mankind has been a theoretical element until this day, since all attempts to refine the substance from captured coraline/neutronium devices have been unsuccessful.

The Mothership's weapons array seemed to have been linked to a honeycomb of cells, each containing a single Phazon gunner operating a single weapon, or a number of Phazons acting in unison to operate larger ordnance. The coraline-neutronium grav-drive on the ship had a direct pipe to a cluster of five hundred Phazon navigators…

Entry 4

…We have placed a ring of steel around each of the five major Reef Cities on Oceanus. The aliens are hard fighters and hold out to the last. They never surrender, never give quarter, but we have them beaten now thanks to our orbital superiority. It may be a long siege, but it's only a matter of time before the Koralon must fall…

Entry 5

…Victory is ours. We've shattered all significant resistance on Oceanus by taking the five major Reef Cities, and now there only remain minor colonies of aliens that will surely succumb to our orbital bombardments in the next few days. Though the city is much diminished following our bombing campaign and artillery barrages, it is still a thing of great wonder. How can such ghastly, savage beasts as the Koralon manage such feats of beauty and precision? This morning for instance I was horrified to learn how the beasts feed. Thinking that there were no Koralon left security was relaxed, and field research teams were dispatched. I watched as one troupe of our scientists were set upon by those winged horrors we have named Harpicons. The creatures were clearly starving and they attempted to consume the unfortunate scientists by injecting their stomachs into the living bodies of the victims to suck them dry- as a starfish or a jellyfish does with its prey. Our snipers dispatched the creatures, but it was too late for the poor souls violated in this hideous fashion.

The cities themselves are built up from coraline reefs. The Koralon, we know now, bring their terraforming technologies with them when they colonise a new planet, introducing the coraline microbe to watercourses on the world so that it propagates naturally. This of course means that they need worlds with a large amount of surface water to thrive. It seems that in common with our own terraforming technologies this process can take decades, but eventually large enough reefs will form to build the massive, multi-level Reef Cities like the one on whose streets we are currently camped. Once enough coraline has concentrated in an area it will form expansive mineral flats, rising out of the water. Then Koralon bio-engineers can go to work, shaping and accelerating the rate of coraline deposition to construct vast, geodesic crystalline scaffolds, over which layers of coraline grow to form domiciles. In this way the cities grow up out of the seas and bayous, forming shelves around one or more central columns. From each of these stable shelves crystal spires emerge, interlinked by delicate webs of coraline. To keep the system growing a complex system of locks and screws allows water to circulate constantly around the infrastructure. The sheer inventiveness of the Koralon in their application of this technology staggers me.

The Koralon's power needs were provided for the most part by the creatures' own bio-electricity, processed through coraline amplifiers. Battery slave creatures seem to have been bred with massive bio-electric organs just for this purpose (unlike the Phazons who are masters of manipulating and directing this energy and therefore enjoy a high-status technician role in society). Within the structure of these cities, they have facilities for various purposes such as defence batteries, farms for the marine creatures upon which the Koralon feed, and large growth vats in which Koralon embryos are bio-engineered for the roles they will perform in the colony. How the Koralon breed remains a mystery and we haven't yet figured out where the embryos come from- though in common with the Reef Mothership, each of the cities had a chamber at its heart which the Koralon destroyed utterly rather than allow us to capture what resided within…

Entry 6

…At 0615 hours a Koralon fleet appeared around Oceanus with no warning. They significantly outnumber us and we've plotted a course back to the planetoid to attempt a grav-shunt. In the initial onslaught we lost most of our remaining vessels. There is only the Pioneer, seventeen cruisers and a handful of light craft left. If we don't make it then maybe this log will reach someone who can put its findings to use. Admiral Nozick signing off…

LOG ENDS

REEF WORLD ECOLOGY

The following extracts come from the report of the Chief Science Officer aboard the ill-fated Pioneer. They have been edited to make them accessible to lay persons. It is suggested that all VASA personnel familiarise themselves with this abridged document, and those who may in future join missions to Koralon Reef Worlds should read the full report, which will be made available through your superior officers.

Coraline Hybridisation

When the Koralon come to colonise a world, they use a highly effective terraforming process based, in common with the rest of their technology, on the manipulation of the coraline symbiotic microbe. Coraline grows on most organic material and within a decade or so most multi-cellular organisms on a planet where the parasite has been introduced will be infested to a greater or lesser degree. The coraline microbe is a symbiotic organism, that enhances its host rather than causes disease, and it is immensely successful in this role. Preliminary tests reveal that as much as 90% of all life on Oceanus, a mature Reef World, is infested with coraline microbes.

NB: We discovered several species of flowering plants on Oceanus that appeared to be immune to coraline infestation. The possibility of a cure for Araktons need not be ruled our. Tests continue.

The one factor that seems clear in the Koralon's choice of worlds to colonise seems to be that they must have a good coverage of surface water. Whether they have any means to release water from ice on worlds with little or no atmosphere or that are simply very cold, is a source of speculation. It is within the realm of feasibility that the Koralon's bio-electrics and neutronium energy processing abilities could be used for atmosphere processing. Of course there was no evidence for this on Oceanus since it is clear from the fossil record that the world already had a well-established life-supporting environment when the aliens arrived. If the Koralon do colonise worlds where no biosphere exists, we presume that they will bring organisms with them to build ecosystems.

Hazardous Organisms

On Oceanus the team catalogued as many organisms as it could in the time available, yet still the lists merely represents the tip of the iceberg. Oceanus must have had a highly diverse, chiefly marine, biosphere before the hybridisation/terraforming process was implemented by the Koralon.

The following short list is intended as a guide for other would-be conquerors of Reef Worlds such as Oceanus.

Ocean Going Predators

Although most of Oceanus's surface is covered in water it has plate tectonics, resulting in areas of deep ocean and more shallow continental shelves. In the deep ocean the teams encountered some very large coraline/octopoid hybrids that attacked the research vessel. These creatures ranged in size from 2 metres in length to behemoths of 30 metres and were of a variety of species.

Reef Worms

Reef worms have colonised everywhere that coraline reefs exist and are amphibious coraline/nematode predators. There is an extremely diverse range of species ranging from tiny threadworms to creatures up to 4 metres in length that will attack anything they can swallow, including humans and Koralon. They catch prey by lying in ambush within gaps and tunnels in the reefs, and dragging victims into the reef.

Hybrid Moulds & Slimes

Before the Koralon arrived, Oceanus seems to have had semi-sentient moulds and jellies that roamed the salt marshes and areas around the lagoons, consuming the remains of dead animals and plants. However, with hybridisation they have become predatory. The coraline deposits occupy their gelatinous bodies in suspension, and as soon as something good to eat, like a foraging animal, treads on them the coraline hardens, trapping the prey to be consumed at the plant's leisure. Larger patches of these substances, which we've dubbed Crystallisers, can be dangerous.

Coraline Propagators

Coraline propagators are any number of hybrid plants that have had part of their anatomy altered by coraline changes to make the coraline reproduce on other organisms. Plants that release spores or pollen in response to vibration stimuli can have their reproductive systems appropriated by the parasite to spray their seed over anything that makes a movement near to them. The coraline rich substance rapidly hardens to a practically unbreakable shell, and the coraline microbes begin to assimilate the victim.

### Plant and Animal Defence Mechanisms

Thorns, spines and venom are the most common natural defences amongst billions of catalogued organisms on thousands of life-bearing worlds. Once coraline hybridisation takes place much that would have merely been nuisance before becomes downright lethal. The key point here is that any defence mechanism designed to puncture or slash becomes frighteningly effective, even against armour, when it is augmented by coraline.

REPRESENTING REEF TERRAIN IN YOUR GAMES

You can represent mature coraline reef battlefields quite easily. Areas of heavy reef can be represented by cutting out pieces of coloured cloth (it doesn't really matter what colour you use since coraline takes on the hue of its hosts, though greens and yellows tend to be the most common) and placing terrain on top of these. Reef worlds also tend to be wet, so you can make pools and wetlands in the same fashion by cutting out blue cloth pieces and placing aquatic growths on top.

Here are some examples of terrain pieces you can make:

· Crystal patches can be made from blocks of polystyrene cut to shape and painted up
· Coraline/plant growths can be represented by clumps of lichen, which can be bought at most model shops
· The bristles of an old toothbrush, stuck into some modelling putty on a base then painted up, make good crystalline reed growths
· Irregular cut pieces of sponge can represent the sort of honeycomb reef areas in which all sorts of nasties hide
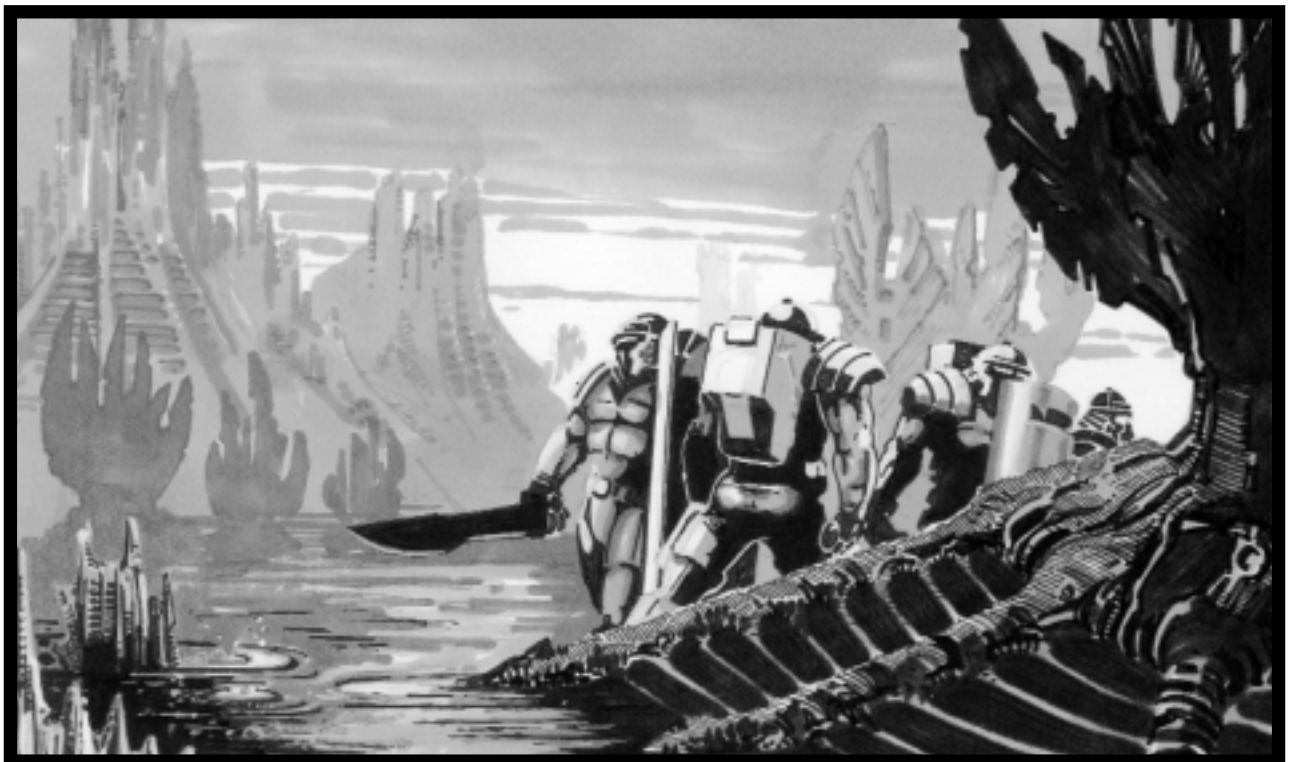
Reef Terrain Rules

Reef Worlds have many unique and oftentimes dangerous features. The following optional rules can be used with your games to simulate this. The material here is by no means finite or indeed written in stone, so please feel free to tinker with it as you see fit, perhaps coming up with your own hazard tables and so forth. Just remember that all new rules have to be agreed on by all players before you use them in a game.

Light Reef Battlefields

Light reef uses the normal rules for terrain, with some areas being rough and others impassable. The following rules also apply:
· 	When placing terrain, players may designate areas of Heavy Reef, as described below
· 	No more than 25% of the tabletop area can be Heavy Reef

Heavy Reef Battlefields

Heavy reef battlefields are rather different to playing a normal game in that the whole tabletop is considered to be covered in particularly abundant coraline growth. In addition to the normal rules for rough and impassable areas, the following rules apply to the entire tabletop:
· 	The whole tabletop counts as Heavy Reef, allowing Reef Hazard to be played
· 	LOS is reduced to 24 inches
· 	All areas of the tabletop give models 'cover' as described in the shooting rules

Playing Hazards

If you decide to use Reef Hazards in your games, the following rules apply:
· 	After initiative has been decided for the current game turn, before moving on to activation, count the number of enemy units on the tabletop and divide the number by three, rounding down fractions. This tells you how many rolls you get on the 'Reef Hazards Table'
· 	Starting with the player that won initiative, pick an enemy unit that is in an area of 'Heavy Reef' and make a roll on the 'Reef Hazards Table'.
· 	If the roll yields a positive result, the target unit can attempt a free evade roll to avoid the effects. DO NOT place an activation counter on the unit. If the unit is affected, the owner chooses which model is the target of the effect (unless the whole unit is the target)
· 	When this is resolved the next player gets a roll on the table and resolves their effect, and so on. Play continues round the table like this until all players have had all of their rolls on the table, then move on to activation.
· 	Once a unit has been the target of a 'Reef Hazard' roll it may not be chosen again on the same turn, use a counter of some sort to indicate this. Remove the counter when you begin the activation phase.

Reef Hazards Table

The following table represents just some of the possible terrors and difficulties units might encounter while fighting in the wilds of a Reef World. Some of these effects affect an area for the remainder of the game, so it's a good idea to photocopy a few extra large and small explosion templates to represent these.

D100 Effect

D100	Effect
01-50	Nothing Happens
51-58*	Coraline Propagator: A hybrid plant attempts to hose down a member of the affected unit with sticky, coraline rich paste. If the evade roll is failed the paste quickly hardens to form a coraline shell, changing the model's profile as follows:· -1 SH, MV· +1 T
59-66	Optical Activity: Disturbing a patch of coraline causes it to react with a bright flash of light that momentarily blinds the affected unit. The unit can do nothing for the remainder of this turn and counts as having been activated.
67-74	Spineweed: a model has strayed too close to the delicate roots of a hybrid plant, and in defence it shoots coraline spines out of the ground the model is standing on. The affected model takes a Dam 5 hit.
75-82*	Reef Worm: The unit has strayed too close to the lair of this feared reef predator. Your opponent should make a close combat hit roll for the worm. If this hits, don't roll for damage but instead use the damage table to roll the worm's strength vs. the target's. If this is successful the victim is dragged into the lair never to be seen again. The worm's stats are as follows:· AS 3, ST 5
83-90*	Crystalliser: A patch of hybrid semi-sentient slime mould attempts to absorb one of the models from the affected unit, trapping it in quick-setting coraline jelly. The rest of the unit can either leave the model to its fate, in which case remove it from the table, or they can attempt to free it. During the move phase the unit rolls 1d10, modified by +1 for every model in the unit. A score of 10 or better is required to free the victim. Such attempts activate the unit.
91-95	Treacherous Footing: Coraline often forms sheer patches that are very slippery. Place the large explosion template over the target model. All affected models suffer the following effects until they are clear of the patch:· -1 AS, -1 SH, -2 MVLeave the template in place for the rest of the game; any models entering the area are subject to the listed effects.
96-00	Thin Coraline: A deceptively thin, brittle sheet of coraline conceals a deep pit or sub-surface watercourse. Centre the small explosion template over the target model. Each model affected can attempt an individual evade roll, with failure resulting in the model plunging to its death. This counts as activating the unit, just like a normal evade roll. Leave the template in place for the rest of the game to indicate that the area is now impassable.

* These results have no effect on vehicles.

Note on Affected Models

If a model has been affected by a Reef Hazard that permanently alters its stats, you will need to mark this on the roster sheet and indicate the model on the tabletop in some way. You can either do this by putting a counter of some sort by the model, but if you have some blu-tac or something similar that you can stick to the base, we find this to be an ideal method.

In Conclusion

Once you've played with this table a few times, which represents the dangers posed by a typical Reef World, you should experiment with making your own tables for different worlds. Perhaps some are more or less dangerous, so there may be correspondingly more or less hazards, maybe with a better or worse than 50-50 chance of something happening.

11301
Assault Androsynth
with Cesti
1 of 2

11119
Assault marine gauss
cannon team crew #1

11301
Assault Androsynth with
Cesti
2 of 2

11119
Assault marine gauss
cannon team crew #2

11302
Tactical Androsynth
with Grape Gun
1 of 2

11119
Assault marine gauss
cannon team crew #3

11302
Tactical Androsynth
with Grape Gun
2 of 2

11214
Sandrunner sergeant

31504
Koralon Broodmaster

Look out for August
releases:
Assault androsynth
Sergeant, Xiao 3.14 Pi
and Grendel

Look out for August
releases:
Tactical Arakton
Sergeant and Tactical
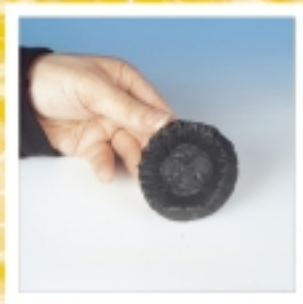Araktons

31202
Sandrunners (3)

31203
Exo-suits (4)

31103
Marine Mortar & HMG
teams

11119
Assault Marine Gauss
Cannon Team

Check next month
releases: Araktons

Doctor Digby's painting Tips

Resin

Like any other material resin needs a little preparation before assembly or painting. You will need: rough grain and smooth grain sandpaper, a dust mask (both available at DIY or hardware stores), a craft knife and needle files (available from i-Kore). Just like a metal miniature in the casting process some unwanted extra material can be left behind. Unlike metal this material is brittle and cannot be simply trimmed with a craft knife. The upside is, because of the way resin is cast, your model should not have any mould lines breaking up your detail. But as the resin is poured into a mould (much like a jelly) there may be some extra left on top (Yum! Yum!). This is where the sanding comes in. Resin dust is not good for you WEAR A MASK! The first thing to do is take the craft knife and needle files and trim off any sharp edges on the extra resin layer. This does two things firstly it increases the life span of your sandpaper secondly it also saves you cutting yourself on sharp resin edges! Next find a flat surface either a workbench or an old table (not your mum's antique dinning room table!) and place the roughest sandpaper you have on it. Hold the sandpaper down with one hand (you could use some sticky tape also) and hold the resin piece in the other (you are wearing that mask?). Sand gently and most importantly evenly all the excess resin, changing to the fine sandpaper when you approach the model itself to give a nice clean finish.

Attaching resin to resin

Resin takes most superglue very well but to ensure a strong bond, roughening the surfaces is a good plan before assembly. There are two ways to do this firstly (mask at the ready!) a rough sandpaper will work well on areas that won't take too much punishment, a quick couple of scrapes on both the surfaces to be joined is all that's required. If the join is a support point like the legs of the Tiger APC, a more substantial texturing may be required. Take a sharp tipped craft knife and score both surfaces to be joined. Please be careful! This will give your glue a better purchase on both surfaces and if your still worried you can always pin the join as well (see next point).

Finally, a quick note on prepping the resin for painting. The moulding process sometimes can leave a little surface grease on the models themselves so it is advisable to wash the resin parts before painting in a little water and detergent. After rinsing and drying you should find the surface not only grease free but slightly roughened, perfect for painting.

Pinning
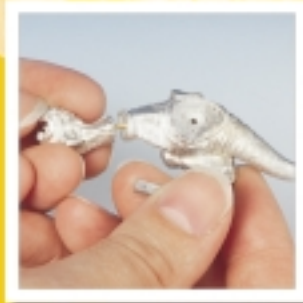
Pinning is a way to ensure that your more delicate multipart miniatures stay together. There's nothing more embarrassing than your heavy weapon specialist dropping his rocket launcher while facing down a Tiger APC (Yelling 'MEDIC!' won't work), so a little 'field support' is needed. You will need a pin vice, some small drill bits (both available through your local i-Kore stockist), a small piece of sturdy wire (an old paper clip works well) and a pair of tin snips (pliers or any similar substitute will do). Firstly clean up your model as you would normally paying particular attention to the surfaces that need to be joined. Choose a drill size as close to the width of your wire as possible and fix it firmly in the pin vice. Then take your tin snips and cut a piece of wire about 8-10mm long as your pin. Examine the joins on the model for mirroring shapes or forms on both surfaces to locate an accurate position for the pinholes to be drilled. If none are available then carefully choose a point as central as possible on one piece. Drill about 5mm deep at the location chosen holding the drill as close to a right angle to the surface as possible. If you have a mirror image join you can also drill your second hole now as well in the other surface. If not simply cut another smaller piece of wire about 6mm long and place in the first hole you drilled so a little of the end is showing and push the two parts together. This should mark the surface of the second piece showing you where to drill. Then its simply a case of gluing the pin in one side and then glue it to the other.

For all of you who got the last issue you may have noticed that we had missed out the section on Highlighting. You guessed it. We actually forgot to put it in! Sorry. Anyway here it is in all it's glory.

Highlighting

Environment Suit: Block with Marine Blue mixed with Obsidian Black, highlighting up with Prime White.

Combat Trousers: Block with Marine Blue, highlighting with Coraline Blue.

Exo-suit: Block with Erg Red, highlighting with Nova Orange. Point highlights in Koralon Yellow.

Shoulder Pads: Block with Meridian Sand, highlighting with Mucous White. Point highlights in Prime White

This is a more time consuming technique but gives the most control over the final effect. Again starting with a blocked in base coat you stage by stage pick out the highlights of your model with successively lighter and thinner lines of paint. With this method you can precisely pick out the details you wish to show off best. A good tip for this method is that when mixing a colour to get a lighter tone it is not always best to use white to lighten the colour of the paint as this creates a very pale version of the colour. A lighter tone of the same colour will give a much richer finish. For example lighten a Marine Blue with Coraline Blue. A second option to richen the colour is to combine highlighting with a wash. This is possibly the best way to get nicely blended tones especially on cloth.

i-Kore tools

Some i-Kore propaganda. Doctor Digby higly recommends i-Kore hobby tools.
We can supply you with all the tools and accessories you will need for the hobby, from needle files and pin vices, paints and brushes to glues and basing materials.
On a serious note we all here at i-Kore use these products and that is why we would recommend them to you.

If anybody has any modelling tips or suggestions please write to us as we would love to hear your ideas. You can find our address on the back cover.

i-Kore paint range

Koralon Arakton: Flesh tones - block with Tanned Flesh, wash with Flesh Wash, highlight with Pale Flesh.

1. Obsidian Black
2. Prime White
3. Marine Blue

4. Koralon Yellow
5. Viridian Green
6. Erg Red

Koralon Brood: Main body - Block with Viridian Green, highlight by adding Koralon Yellow.

Koralon Arakton: Carapace - Block with Erg Red mixed with Obsidian Black, highlight with Prime White.

7. Lucifer Bronze
8. Karas Gold
9. Gun Metal

10. Synthan Silver
11. Nova Orange
12. Metal Wash

Koralon Brood: Main body - Block with Erg Red mixed with Nova Orange, highlight with Nova Orange.

Koralon Larvan: Belly and chest - Block with Nova Orange, highlight with Koralon Yellow.

13. Tanned Flesh
14. Leather Brown
15. Pale Flesh

16. Grul Brown
17. Mucous White
18. Flesh Wash

Koralon Phazon: Carapace - Block with Viridian Green mixed with Obsidian Black, highlight with Prime White.

Koralon Larvan: Carapace - Block with Erg Red mixed with Obsidian Black, highlight with Prime White.

19. Leviathan Grey
25. Coraline Blue
21. Junkers Brown

22. Meduson Purple
23. Bio Mass Green
24. Meridian Sand

Koralon Phazon: Staff and claws - Block with Grul Brown, highlight with Mucous White

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